CHECK OUT THE EVER-GROWING

LEAPSTER™

MULTIMEDIA LEARNING SYSTEM LIBRARY!

2ND GRADE

Meet the Algorithmics and engage in an extraordinary battle to stop a sinister villain from silencing the music of the world! This Leapster game teaches more than 50 essential skills for second grade.

AMERICA ROCK®

Experience classic Schoolhouse Rock with a new twist! Sing along with five animated songs and play an interactive game to learn the fundamentals of American history!

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THE INCREDIBLES™

Meet the Incredibles and engage in an extraordinary battle of wits and superpowers! This Leapster game teaches spelling, grammar, math and problem solving.

© Disney/Pixar

SPONGEBOB SQUAREPANTS™

Help SpongeBob save the Krusty Crab and play 5 action-packed learning games that teach 45 skills.

©2003 VIACOM INTERNATIONAL INC.
CREATED BY STEPHEN HILLENBURG

Actual covers may vary. All titles may not be available in all markets.
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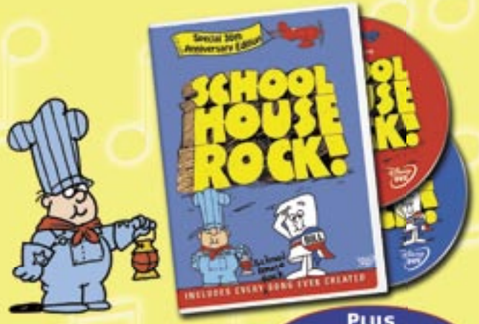
THE ULTIMATE COLLECTOR'S EDITION DVD



PLUS A NEVER-BEFORE-SEEN SONG!

abc

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LEAP FROG™

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GRAMMAR ROCK™

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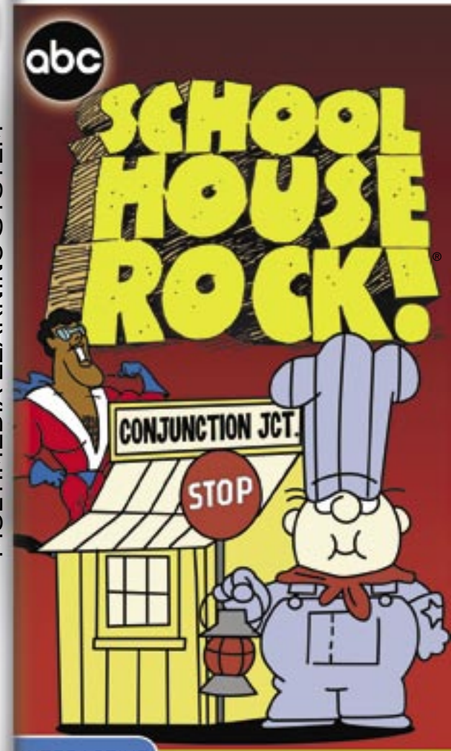
SCHOOL HOUSE ROCK!®



INTERACTIVE VIDEO CARTRIDGE

PARENT GUIDE
WWW.LEAPFROG.COM

THIS GUIDE CONTAINS IMPORTANT INFORMATION.
PLEASE KEEP IT FOR FUTURE REFERENCE.

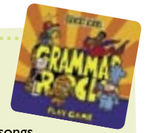
WELCOME TO

GRAMMAR ROCK™ SCHOOL HOUSE ROCK!®

The Schoolhouse Rock characters are here to help you learn about five different parts of speech: nouns, verbs, pronouns, prepositions and conjunctions!

Getting Started:

1. Insert the cartridge with the printed side facing front. Press the On/Off button to begin.



Selection Screen:

2. The Grammar Rock interactive video lets kids play and learn in three ways:

1. **Play all —** Touch PLAY ALL to view all five animated songs and play the Grammar Slammer game.
2. **Watch each animated song —** Touch the character icons to view any Grammar Rock animated song.
3. **Play games —** Touch PLAY GAME to play the Grammar Slammer game.

Controlling the Video:

3.
- Use the directional pad and buttons to control the video.
- Press the RIGHT arrow to move forward to the next song.
- Press the LEFT arrow to move backward to the previous song.
- Press the PAUSE button to pause the video.

All images in this Parent Guide are representative only of gameplay and do not reflect actual screenshot pixelation.

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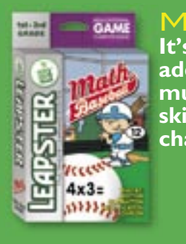

MATH BASEBALL

It's game time! Use your addition, subtraction, multiplication and division skills to win the baseball championship!

MR. PENCIL'S LEARN TO DRAW AND WRITE

Dozens of art tools and more than 100 step-by-step lessons let children draw, write and create anything they can imagine.

Images are representative of gameplay and do not reflect actual screenshot pixelation.

© 2004 by Barbara Park, and illustrations © 2003 by Denise Brunkus

JUNIE B. JONES

This interactive journal is packed with activities that encourage creative writing, reading, drawing and sharing ideas with your best friend, Junie B. Jones!

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SPIDER-MAN™

Swing into action with Spider-Man and experience classic intrigue and suspense! This Leapster Electronic Comic Book tells the story frame-by-frame and teaches essential reading, grammar and spelling skills.

CHECK OUT THE EVER-GROWING LEAPSTER™ MULTIMEDIA LEARNING SYSTEM LIBRARY!

COMING SPRING 2005!

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A Noun is a Person, Place or Thing

A young girl leads players in song as she explains that a noun names "any person you can know; any place that you can go; any thing that you can know . . ." while lively animation provides examples.

WHAT'S BEING TAUGHT?

Parts of Speech: Nouns: A noun names a person, place, thing or idea. There are many different kinds of nouns, including common nouns that name any person, place, thing or idea; and proper nouns that name one particular person, place, thing or idea.

WHY IS THAT IMPORTANT?

Words are grouped into the parts of speech by the way they are used in a sentence. At the heart of any sentence is its subject, or what the sentence is about. The subject is always a noun. Nouns also provide a way to name or identify items. As such, nouns are key to a young child's verbal language development.

Verb: That What's Happening!

When a young boy takes players to the movies to see his favorite action hero, the boy himself becomes the hero, teaching players all about verbs as he runs, rides, slides, glides and has a whole lot of fun!

WHAT'S BEING TAUGHT?

Parts of Speech: Verbs: A verb expresses an action or a state of being. An action verb can tell about actions you can see, such as *shining* or *twirling*, as well as actions you cannot see, such as *enjoying* the music. A verb that expresses state of being often links a subject to a predicate: The dancers *look* graceful. The dances *are* lively. State-of-being verbs can also be "helping verbs," or part of a verb phrase: The boy *is singing*.

WHY IS THAT IMPORTANT?

Every sentence is divided into two parts: a subject and a predicate. The predicate tells what the subject is or does; the key word in the predicate is the verb.

Rufus Xavier Sarsaparilla

Rufus Xavier Sarsaparilla, a man with a kangaroo, also known as *he*, and his sister Rafaella Gabriela Sarsaparilla, known as *she*, help teach players how pronouns can take the place of nouns, "because saying the same nouns over and over can really wear you down!"

WHAT'S BEING TAUGHT?

Parts of Speech: Pronouns: A pronoun takes the place of a noun or refers to a noun.

WHY IS THAT IMPORTANT?

As the animated Grammar Rock song so cleverly states, pronouns help speakers and writers avoid repeating the same noun again and again. It's important to find just the right pronoun, however. For yourself, use *I* and *me*. When you speak to another person, use *you*. For a boy or man, use *he* or *him*. For a girl or woman, use *she* or *her*. For an object or a thing, use *it*.

Conjunction Junction

All aboard! The conductor at Conjunction Junction is about to show players how conjunctions function to link words, phrases and clauses. Get ready for the fun-filled ride!

WHAT'S BEING TAUGHT?

Parts of Speech: Conjunctions: A conjunction, such as *and*, *but*, or *or*, connects words, phrases or clauses. *And* connects two ideas that are alike; *but* is used to show a difference between two ideas; *or* is used to show a choice between two ideas.

WHY IS THAT IMPORTANT?

Conjunctions help add variety to our writing and speaking by allowing us to link two thoughts together to make longer and more complex sentences. In this way, we avoid a series of short, choppy sentences and allow meaning to flow from the relationship of one idea to another.

Busy Prepositions

Calling all insects! It's time to get to work *in* the air, *on* the ground, *along* the road, *through* the woods, and just about everywhere! Players discover where the insects will go by using prepositions.

WHAT'S BEING TAUGHT?

Parts of Speech: Prepositions: A preposition comes at the beginning of a prepositional phrase and adds details to a sentence. Some prepositions show location. Some prepositions show time. Some prepositions show direction. A prepositional phrase starts with a preposition and ends with a noun or pronoun: *at my house; at noon; to the left.*

WHY IS THAT IMPORTANT?

Prepositions and prepositional phrases add important details and information to our writing and are key to locating people, ideas, and events in both time and space.

Grammar Slammer Game

It's time to play the Grammar Slammer game. In this game show, each player is given a part of speech and three word choices. Players must choose the word that represents that part of speech, for example, players would touch the word that is a *noun*.

WHAT'S BEING TAUGHT?

Parts of Speech: Review: Players must distinguish between nouns, verbs, pronouns, conjunctions and prepositions.

WHY IS THAT IMPORTANT?

In order to write effectively, youngsters must understand the different parts of speech and how they are used in sentences. Games, such as Grammar Slammer, help young grammarians distinguish between the different parts of speech and their functions.

Try This at Home:

Reinforcing Parts of Speech

- Play "Twenty Questions." Tell your child that you are thinking of a person, place, thing or idea. He or she may ask 20 questions to try to identify and then name the noun. Take turns playing this game, choosing a noun from each category: person, place, thing or idea. Repeat the procedure, thinking of plural and/or collective nouns, such as *your family*; or a team, such as *the Red Sox*.
- Play a game of "Charades" to reinforce verbs as action words. Write a variety of action words on individual index cards and place them in a hat. Take turns with family members, choosing a card and miming the action word on it.
- Play "Concentration" with nouns and pronouns. On individual index cards, for example, write each of the following words: *the Yankees/they; Mr. Rogers/he; Britney Spears/she; the White House/it; your child's name/me; your name/you*. Shuffle the cards and spread them on a table or flat surface in three rows of four cards each. Take turns flipping over two cards at a time, trying to match each noun to its pronoun. Once you or your child have made the match, use the word pairs in two separate sentences. The player with the most matches wins.
- Help your child write a set of directions from your home to a familiar place, such as school, the local library, or the girls' or boys' club in your town. Encourage your child to use prepositional phrases in his or her set of directions and underline the prepositions when directions are complete. Together, use the directions to get from one place to another.
- Write the words *and*, *but* and *or* on three separate paper plates. Spread the plates on the floor and play "Penny Toss." Ask your child to listen to the following sentences and combine them, using one of the conjunctions. To make his or her choice, ask your child to toss a penny to the plate with the correct conjunction to link the sentences together: *1) I like chocolate milk shakes. I don't like strawberry milk shakes. 2) I'm going to the library. I'm going to get a mystery. 3) I might go swimming if it's warm. I might go bike riding if it's cool.*

U.S./Canada Consumer Service Contact:

Please visit our U.S. Consumer Support Web site at: *http://www.leapfrog.com/support,* or our Canadian Consumer Support Web site at: *http://lfcanada.custhelp.com,* 24 hours a day. You can search for frequently asked questions, review your previous questions, or submit a question to our support staff via e-mail.

U.S./Canada Office:

Telephone: (800) 701-LEAP (5327)

Hours: Monday through Saturday, 5:00 AM to 7:00 PM, Pacific time.

U.K. Consumer Service Contact:

Please visit our U.K. Consumer Support Web site at: *http://leapfroguk.custhelp.com,* 24 hours a day. You can search for frequently asked questions, or submit a question to our support staff via e-mail.

U.K. Office:

Telephone: 0800 169 5435
Eire: 00 44 1702 200244
Hours: Monday through Friday, 9:00 AM to 5:00 PM.

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During the warranty period, your product will either be repaired or replaced at LeapFrog's option, when returned, shipping prepaid and with proof of purchase date as instructed by a LeapFrog service representative. In the event that your product is replaced, the replacement product will be covered under the original warranty or for 30 days, whichever is longer.

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U.K.: In addition to the above-referenced warranty, this LeapFrog product shall be free from defects in material and workmanship for 12 months where the 3-month warranty period is not valid. The above express warranty and any applicable implied warranties are limited in duration to the warranty periods described above. Some provinces do not allow limitations on how long an implied warranty lasts, or the exclusion of incidental or consequential damages, so the above limitations may not apply to you. You may also have other rights under U.K. law, which this warranty does not limit.

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